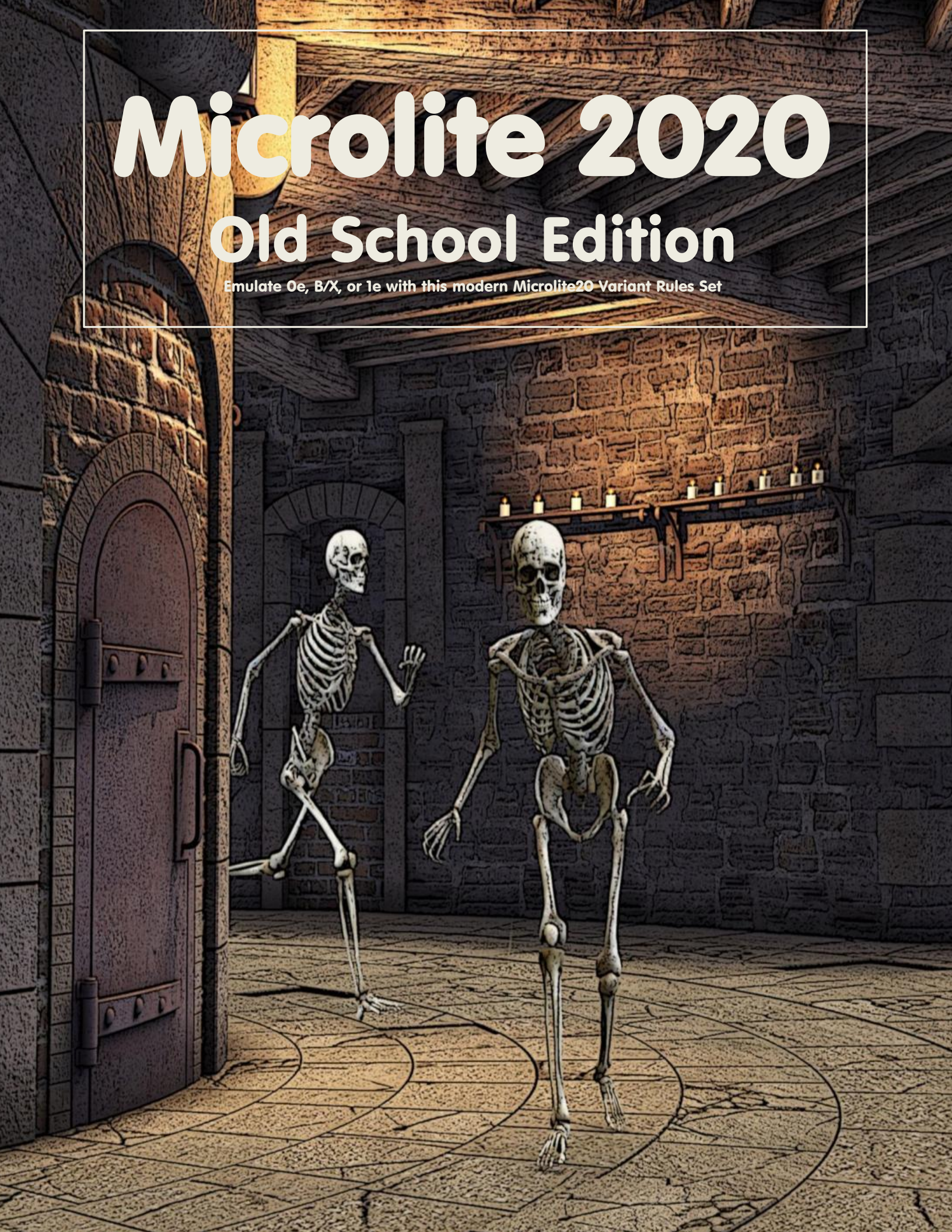
Microlite 2020

Old School Edition

Emulate 0e, B/X, or 1e with this modern Microlite20 Variant Rules Set



Microlite2020 Complete Old School Edition

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Around the Net:

Microlite20 Nexus

https://microlite20.org/

The online home of Microlite20 and Microlite20-based games. There's a forum, a download area with over one hundred free Microlite20 supplements and variant Microlite20-based rules sets available for download.

RetroRoleplaying.com

https://retroroleplaying.com/

The designer's home page – devoted to Old School Tabletop Roleplaying and the games he has designed Most are Microlite20-based and most free or pay what you want.

RPG PUB

https://www.rpgpub.com/

The RPG PUB is a friendly and active forum "devoted to open discussion on tabletop gaming and other areas of interest to RPG fans. We value free speech, open minds, and friendly members. Your opinions are welcome here. **There are really only two rules: *be kind to your fellow posters and no politics!***"

Tabletop Roleplaying Games

https://ttrpgs.com/

Future home of a network of small sites devoted to Tabletop Roleplaying Games.

Microlite2020

Old School Edition 1.01

Core Rules

Microlite2020 Old School Edition (OSE) is a trimmed-down, subminiature version of the 3.x Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simple game with some modern features, but one that would allow the use of material (adventures, etc.) designed for use with the 0e, B/X, or 1e versions of the world's most popular fantasy roleplaying game with minimal conversion.

Character Creation

To create a Microlite2020 OSE character:

1. Roll your character's Stats.
2. Choose an ancestry and choose one background (at 3 points) or one special ability from that ancestry's list. (Note that the ancestral background lists included in these rules are samples for a very standard RPG fantasy world, the GM should alter these to fit their campaign.)
3. Select a class.
4. Assign Background points.

Stats

There are 3 stats: Strength (STR), Dexterity (DEX), and Mind (MIND).

Roll 4d6, drop the lowest die, and total the remaining 3. Allocate this total to one of the stats. Repeat for each stat.

Stat bonus = (STAT-10)/3, round towards zero.

Ancestries

Dwarf - Tunnel Scout, Stonework, Mining, Smith, Ogre Killer
Elf - Woodsman, Animal Trainer, Fae noble, Magecraft, Refugee
Halfling - Chef, Herbalist, Scout, Con-woman
Human - Adaptable (+1 to all skill rolls), Thief, Alchemist, Soldier, Aristocratic Noble

Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

Fighter - Can use any armor and shields. *Combat Bonus* (CB) is level/2, round up. *Martial Ability* - +1 to all attack and damage rolls (increasing by +1 per four levels), add level to initiative rolls. +2 to STR

Rogue - Can use light armor. *Combat Bonus* (CB) is level/3, round up. *Sneak Attack* – if they successfully sneak up on a foe, they can attack with +4 to the attack roll and do more damage if successful (Levels 1-5, x2 damage; Levels 6-10, x3 damage; Levels 11-15, x4 damage; Level 16+, x5 damage). *Riposte* - if melee attacker misses rogue, rogue can make an immediate free attack on that attacker in reply. +2 to DEX

Mage - Cannot use armor. *Combat Bonus* (CB) is level/4, round up, *Arcane Spellcasting* - Can cast arcane spells. +2 MIND

Cleric - Can wear up to medium armor. *Combat Bonus* is level/3, round up. *Divine Spellcasting* - Can cast divine spells. *Turn Undead* - Successful Magic attack vs. twice the Hit Dice of the type of undead. One undead flees per point over the roll needed. +2 MIND.

Backgrounds

Backgrounds represent pieces of your character's history that contributes to your character's history as well as their ability to succeed with non-combat skills. Each character has a number of points to allocate to a set of backgrounds. These are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding). Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

Assigning Background Points: Each character gets 8 background points. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1). Up to 2 points may be added to an ancestral background during character creation. Choose backgrounds that help you make sense of your characters past, jobs, and settings. A few possible backgrounds include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

Skills and Skill Checks

There are no skills in Microlite2020 OSE, at least not in the normal 3.x sense. Instead, players simply tell the GM what they are doing, and the GM decides if it will succeed in the specific situation, taking into account the characters' class and background. If the GM decides a random success chance is truly needed, the GM will call for a skill check.

Making Skill Checks

When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check (subject to GM approval, of course).

Most skill checks require you to equal or beat a Difficulty Class (DC), set by the GM based on the specific situation, to succeed.

To make a skill check, use this formula:

D20 + relevant ability modifier + level + relevant background points Vs. DC set by the situation

You can't apply multiple backgrounds to the same check; if more than one background could apply, the background with the highest (or tied for highest) bonus applies.

Saving Throws

Saving throws are handled as skill checks.

Basic Adventuring Skills

Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, tying knots, etc., and have a rough idea of the value of *common* coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages

All character ancestries speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Characters with a MIND over 10 may speak one additional language per point of MIND over 10.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. GMs desiring a campaign based on the only the original three booklets from 1974 or the B/X edition from 1981 should use the spell lists in Appendix C, while those desiring a campaign based on all the 0e booklets and supplements or 1e should use the spell lists in Appendix D.

A Mage starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast, and the caster loses his action for the round. Characters casting spells in combat must remain stationary.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Roll d20 + DEX bonus (plus level for Fighters) for initiative each round. Characters rolling higher than 12 act before the monsters/opposition, Characters rolling 12 or less take their turn after the monsters/opposition. Everyone can do one thing each turn; move, attack, cast a spell, charge attack, etc.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Attack Rolls: Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is a critical hit doing maximum damage and doing a number of Wound Points damage equal to the number of damage dice rolled (normally 1). Monsters do not have Wound Points, so a critical hit will do maximum weapon damage plus a normal damage roll to them and cause them to lose their next attack.

Melee attack bonus = STR bonus + CB
Missile attack bonus = DEX bonus + CB
Magic attack bonus = MIND bonus + CB

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Fighters and Rogues can use DEX bonus + CB as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Helpless Targets: Regardless of attack roll and AC, all attacks on sleeping, paralyzed, or otherwise helpless targets automatically hit. If the attacker is not engaged by any other opponents, the helpless target can be automatically slain (if desired). Otherwise, a standard damage roll is made.

Add STR bonus to Melee damage, STR bonus x2 for 2-handed weapons.

Weapon Damage: Light weapons: 1d4. Medium Weapons: 1d6. Heavy Weapons 1d8. Optional: Use the damage listed for the specific weapon in Appendix A (Equipment List).

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character my regain the level normally via experience.

Other Hazards

Falling: 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet
Spikes: add +1 point to falling damage per 10' fallen, max +10
Poison: STR save to avoid or for half, depending on poison. Effect varies with poison type.
Extreme Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Hit Points and Healing

Hit Points (HP): Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. First level characters have 1d6 + STR hit points. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Wound Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

First level characters start with 1d6+6+STR Bonus hit points Characters gain an additional 1d6+STR Bonus hit points per level.

Wound Points (WP): All characters have Wound Points equal to their STR. If Wound Points reach 0, the character is dead. Each two points of Wound damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls. Monsters do not have Wound Points, although important NPCs usually do.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Wound Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Wound Point Damage: Wound Points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Wound Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional Wound Point. If a character with more 50% of Wound Point damage does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional Wound Point.

Effects of Healing Magic: Spells, potions, and other healing items cure Wound Points, not hit points. For example, a cure light wounds heals 1d2+1 WP and a cure serious wounds cures 3d2+3 WP, etc. See the Divine spells in Appendix C: Spell Lists for more details.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monster Reactions

Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM; however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the

monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each (100 x current level) gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Experience Base is set by the GM and determines advancement speed in the campaign. An experience base of 10 would allow meteoric advancement. An experience base of 20 would allow rapid advancement. An experience base of 30 or 40 allows slower advancement – more like the advancement pace of the TSR era.

Each level adds:
+1d6 + STR Bonus to Hit Points
+1 to any background

Fighters gain +1 to their attack and damage rolls at levels 4,8,12, etc.
Clerics and Magi gain access to new spell levels at levels 3,5,7,9, etc.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 5800gp in treasure from the dungeon. That's 1450gp each. The cleric decides to donate the entire sum to her temple and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Sample Characters

Morris, Human Rogue-1
STR 12 (+0), DEX 15 (+1), MIND 12 (+0)
CB 1, HP 13, AC 15 (Studded Leather), Shortsword 1d6
Abilities: Sneak Attack
Backgrounds: Cat Burglar 5, Scout 3

Kendrick, Dwarf Fighter-1
STR 16 (+2), DEX 13 (+1), MIND 11 (+0)
CB 2, HP 17, AC 17 (Chainmail + shield), Longsword +1 1d6+3
Abilities: Martial Ability (+1 dmg/att)
Backgrounds: Smith 3, Tunnel Scout 5,

Cholmer, Elven Mage-1
STR 12 (+0), DEX 13 (+1), MIND 16 (+2)
CB 1, HP 13, AC 11 (Robes), Quarterstaff, 1d6
Abilities: Arcane Casting (1st level arcane spells: Floating Disc, Magic Missile, Read Magic)
Backgrounds: Minstrel 5, Woodsman 3, Fae Noble 3

Barnabas, Halfling Cleric-1
STR 10 (+0), DEX 16 (+2), MIND 11 (+0)
CB 1, HP 11, AC 18 (Chainmail), Morningstar, 1d10
Abilities: Divine Casting (1st level divine spells), Turn Undead
Backgrounds: Chef 3, Animal Trainer 3, Temple Loremaster 3, Poet 2

Optional Rules

Hit Points and Healing

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a STR Save every minute or suffer one Wound Point of additional damage. Binding wounds takes 1 minute per point of Wound damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 Wound Point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest in interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of Wound damage (to a minimum of 0 hp recovered).

Monster Wound Points (Optional): If the GM does not mind the added complexity, monsters may have Wound Points as well. A monster's Wound Points are equal to twice the number of hit dice.

Encumbrance

Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A charactering more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Talents

At level 2 (and every 2nd level thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

Talents let characters choose to be better than average in some specific, limited field. For example, while any character can try to swing from vines, a character that is "Good at: Swinging from Vines" is going to be more successful at it than the average character. If you need to assign numerical benefits to talents for when a success roll is needed, +1 per level is a good place to start for most talents (i.e. Good at: +1, Expert at: +2, Master at: +3).

Allegiance

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance: A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation: This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of

other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence: An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on reaction rolls when dealing with someone of the same allegiance-as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play. Conversely, if the other party has a opposing allegiance, a -2 circumstance penalty on reaction rolls may be appropriate.

Energy Drain

If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or some fraction of it; e.g. level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Avoiding Save-or-"Die"

There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-"die" roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Advantage & Disadvantage

Instead of the GM assigning positive or negative situational D20 die roll modifiers, the GM may simply assign advantage or disadvantage to the D20 die based on the situation. If the situation favors the action in a major way, the roll is made with Advantage. If the situation hinders the action in a major way, the roll is made with Disadvantage. If the situation neither favors nor hingers the action in a major way, the roll is made normally.

When a D20 roll had advantage or disadvantage, roll two D20s instead of one. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if a roll has disadvantage and the results of the roll are a 17 and a 5, use the 5. If the roll had advantage instead and the roll results in those numbers, use the 17.

Alternate Initiative

One of these optional rules can replace the standard Initiative rules:

1) Roll d20 + DEX bonus (plus class mods) for initiative. Monsters can be considered to have a DEX of 3 x HD. Act in Initiative order: high to low.

2) A character's Initiative is 10 + DEX stat (plus class mods). Monsters can be considered to have a DEX of 3 x HD. Act in Initiative order: high to low. If a character and monster tie, the character goes first. If a character is fighting another character/major NPC and their Initiative ties, each rolls a D20 with the higher roll going first.

Miniatures and Battle Maps

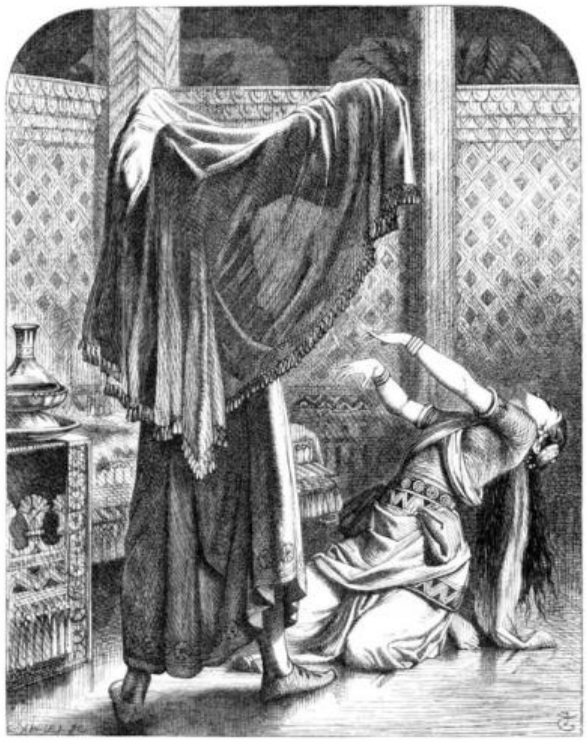
If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies and wish to use them to create more tactical battles, you will need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn even diagonally.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Attempting to move past an enemy (through the enemy space or a space next to an enemy) may trigger an opportunity attack. Rubble, darkness, heavy growth and other difficult terrain costs 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to spend extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

Melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.



Appendix A:

Equipment

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces); 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins form different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.

Standard Equipment List

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	**Cost**	**AC**
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15

Weapons	**Cost**	**Damage***
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Shortbow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	**Cost**
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwart (1lb)	10gp

Foodstuffs	**Cost**
Ale/Beer (cheap, 3 pints)	1cp

Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp-10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock	**Cost**
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport	**Cost**
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing	**Cost**
Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport	**Cost**
Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging	**Cost**
Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

Quick Start Packs

For a fast start, players may select one of the following packs (A, B, or C) instead of purchasing their equipment item by item. In addition to the pack of items selected, the character also starts with 50 gold pieces and special items based on their class. Choose a pack or roll 1d6 to select one randomly.

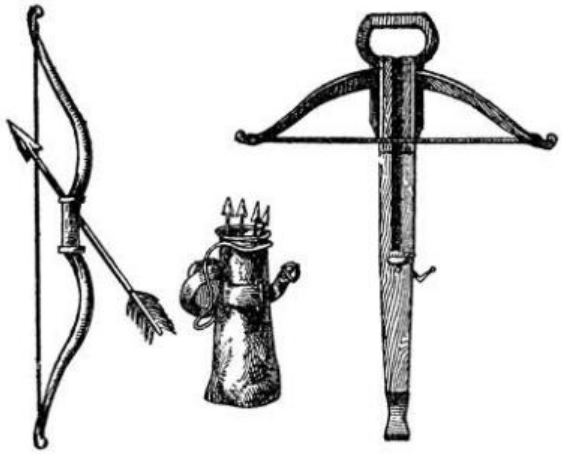
Pack A (1–2): Backpack, Bedroll, Belt Pouch, 2 sets of Caltrops, Flint and Steel, Lantern (hooded), 10 Oil Flasks, Trail Rations (1 week), Shovel, Signal Whistle, Waterskin.

Pack B (4–5): Backpack, Bedroll, Belt Pouch, 10 pieces of Chalk, Crowbar, Flint and Steel, Small Steel Mirror, 4 Oil Flasks, 10' Pole, Trail Rations (1 week), 10 Torches, Waterskin.

Pack C (5–6): Backpack, Bedroll, Belt Pouch, Flint and Steel, Grappling Hook, 5 Oil Flasks, 10' Pole, Trail Rations (1 week), 50' Rope, Tent, 10 Torches, Waterskin.

Finally, add the following, based on your Class:

Cleric: Silver Holy Symbol, 5 Gold Pieces.
Fighter: Vial of Holy Water, 5 Gold Pieces.
Mage: Spellbook, 2 Spell Pouches, 5 Gold Pieces.
Rogue: Thieves' Tools.



Appendix B:

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating; ST=Saving Throw; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis

Animals

Animal, Herd Small: AC: 12 HD: 2d8 AT: attack+2 (1d4) ST: 17 MR: 4 S: Small herd animals like wild goats, deer, etc.
Animal, Herd Large: AC 12 HD 4d8 AT: attack+4 (1d8) ST: 15 MR: 5 S: Large herd animals like cattle, oxen, caribou, etc.
Ant, Giant: AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).
Ape, Gorilla: AC: 13 HD: 4d8 AT: bite +4 (1d6), claws +4 (1d3) ST: 15 MR: 8
Ape, Carnivorous: AC: 6 HD: 5d8 AT: bite +5 (1d8), claws +5 (1d6) ST: 14 MR: 9

Baboon: AC: 12 HD: 1d8 AT: bite +1 (1d4) ST: 18 MR: 6: S: Tribal
Badger: AC: 15 HD: 1d8 AT: bite +1 (1d3), claws +1 (1d2) ST: 18 MR: 7 S: burrows
Badger, Giant: AC: 15 HD: 3d8 AT: bite+3 (1d6) claws +3 (1d3) ST: 16 MR: 8 S: burrows, twice normal size
Bat: AC 10 HD: 1d4, bite+1 (1d2) ST: 19 MR: 6
Bat, Greater: AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.

Bat, Monster: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) ST: 11 MR: 8 S: Twice the size of a human.
Bear, Black: AC: 12 HD: 3d8 AT: bite+3 (1d6) paw+3 (1d3) ST: 16 MR: 7 S: 2d4 Hug if paw hit on 18+
Bear, Brown: AC: 13 HD: 5d8 AT: bite+5 (1d8) paw+5 (1d6) ST: 14 MR: 9 S: 2d6 Hug if paw hit on 18+
Bear, Cave: AC: 13 HD: 6d8 AT: bite+6 (1d12) paw+6 (1d8) ST: 13 MR: 11 S: 2d8 Hug if paw hit on 18+
Bee, Giant: AC: 12 HD: 1d4 AT: sting+0 (1d3) ST: 19 MR: 9 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

Beetle, Giant Bombardier: AC: 15 HD: 2d8 AT: bite+2 (2d8) ST: 17 MR: 7 S: farts acid cloud (3d6) and save vs stun (2d4 rounds).
Beetle, Giant Fire: AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glans glow for 1d6 days after death.
Beetle, Giant Stag: AC: 16 HD: 7d8 AT: bite+7 (4d6) horns+7 (2d6) ST: 12 MR: 9
Bison: AC: 12 HD: 5d8 AT: trample (1d8) ST: 14 MR: 8 S: Herd may charge, doubling trample damage.
Boar, Wild: AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

Camel: AC: 13 HD: 3d8 AT: bite+3 (1d4) ST: 16 MR: 6
CAT: AC: 14 HD: 1d2 AT: claws+0 (1d2) ST: 18 MR: 7
Centipede, Giant: AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).
Cheetah: AC: 15 HD: 3d8 AT: bite+3 (1d6), claws+3 (1d3) ST: 16 MR: 8 S: excellent smell
Crap, Giant: AC: 17 HD: 3d8 AT: pinchers+3 (2d6) ST: 17 MR: 7 S: if hit, DEX save or captured (automatic hit each round until freed).
Crocodile: AC: 15 HD: 3d8 AT: bite+3 (1d8), tail slap+3 (2d6) ST: 16 MR: 10

Crocodile, Giant: AC: 16 HD: 7d8 AT: bite+7 (2d8), tail slap+7 (2d12) ST: 12 MR: 11 S: Swallow on bite critical
Dog: AC: 11 HD: 1d8 AT: bite+1 (1d4) ST: 18 MR: 7
Dog, War: AC: 13 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 11 S: can wear armor
Donkey: AC: 12 HD: 2d8 AT: bite+2 (1d2) ST: 17 MR: 9
Eagle: AC: 15 HD 1d8 AT: talons+1 (1d4), bite+1 (1d3) ST: 18 MR: 10

Eagle, Giant: AC: 11 HD 3d8 AT: talons+3 (2d4), bite+3 (2d3) ST: 16 MR: 10
Elephant: AC: 16 HD: 11d8 AT: gore+11 (3d8), slam+11 (2d6) MR: 9 S: Tramples downed foes for 2d8
Hawk: AC: 15 HD: 1d8 AT: talons+1 (1d2) ST: 18 MR: 10
Horse, Riding: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7
Horse, War: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9 S: can wear armor; MR 11 when defending downed rider.

Hyena: AC: 14 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9
Leopard: AC: 15 HD 3d8 AT: bite+3 (1d6) claws+3 (1d3) ST: 16 MR: 8 S: rake on critical 1d3
Lion: AC: 15 HD 5d8 AT: bite+5 (1d8) claws+5 (1d4) ST: 14 MR: 9 S: rake on critical 1d4
Lizard, Cave: AC: 15, HD: 6d8, AT: Bite (1d8), ST: 13, MR: 6, S: Can walk on walls, infravision, swallow small or medium creatures on a natural 20, swallowed creatures take 1d6 automatic damage every round.
Lizard, Giant: AC: 15, HD: 3d8+1, AT: Bite (1d8), ST: 16, MR: 6, S: Swallow small or medium creatures on a natural 20, swallowed creatures take 1d6 automatic damage every round.

Manta Ray: AC: 12 HD: 4d8 AT: ram+4 (1d6) ST: 15 MR: 7
Monkey: AC: 11 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 6
Mule: AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8
Octopus: AC: 16 HD: 2d8 AT: bite+2 (1d3) ST: 17 MR: 6 S: Arms grab and hold (auto bite if held), black ink jet acts as darkness
Octopus, Giant: AC: 16 HD: 8d8 AT: bite+8 (1d8) ST: 11 MR: 6 S: Arms grab and hold (auto bite if held, 1d4 grab damage), black ink jet acts as darkness.

Porpoise: AC: 14 HD: 3d8 AT: head butt+3 (1d6) ST: 16 MR: 10 S: Highly Intelligent, Sonar, breathes air.
Rabid Animal: Effective HD: +1: Attack: As normal animal of same type, but never needs to make a morale check: bite attack carries rabies (Onset in 2d6 weeks, until cured no natural healing or second wind, -1d4 MIND per day, die at 0 Mind).

Rat, Giant: AC: 12 HD: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.
Rat, Monstrous: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.
Scorpion, Giant: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.

Shark: AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7
Shark, Giant: AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7
Slug, Giant: AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).
Snake, Constrictor: AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.
Snake, Giant Constrictor: AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

Snake, Giant Viper: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.
Snake, Viper: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.
Spider, Giant: AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.
Swarm, Bats: AC: 12, HD: 3-4d8, AT: 1 bite +HD (1d8), ST: 17, MR: 8 S: Attacks made against the swarm are made at -2 and have a 50% chance of hitting random adjacent creature, flies).
Swarm, Insects: AC: 13, HD: 2-4d8, AT: 1 Bite +HD (1d3) (double against no armor), ST: 17, MR: 11, S: Unaffected by weapons, may or may not fly, may or may not have poison causing paralysis.

Swarm, Rats: AC: 12, HD: 3-4d8, AT: 1 bite +HD (1d8), ST: 17, MR: 8 S: Attacks made against the swarm are made at -2, bite has 5% chance of causing disease).
Tick, Giant: AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.
Tiger: AC: 13 HD: 6d8 AT: bite+6 (1d8), claws+6 (1d4) ST: 14 MR: 9 S: Surprise on 1-4.
Tiger, Sabre-Tooth: AC: 14 HD: 8d8 AT: bite+8 (2d8), claws+8 (1d8) MR: 10
Toad, Giant: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

Wasp, Giant: AC: 11 HD: 1d6 AT: sting+0 (1d4) ST: 19 MR: 7 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)
Whale, Killer: AC: 13 HD: 6d8 AT: bite+6 (2d10) ST: 13 MR: 10 S: swallows small creatures whole (1d6 damage per round)
Whale, Great: AC: 13 HD: 36d8 AT: bite+15 (3d20) ST: 4 MR: 10 S: swallows human-sized creatures whole (3d6 damage per round), may attack ships
Wolf: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8 (6 if not in pack)
Wolf, Dire: AC: 13 HD: 4d8 AT: bite+4 (2d4) ST: 15 MR: 8

Dinosaurs

Although the term "dinosaur" is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a "lost world" area.

Dinosaur, Aquatic Large: AC: 14 HD: 16d8 AT: bite+15 (3d6) ST: 12 MR: 9 S: Any larger aquatic dinosaur such as a plesiosaur or mosasaur.
Dinosaur, Aquatic Small: AC: 13 HD: 4d8 AT: bite+4 (1d6) ST: 12 MR: 7 S: Any smaller aquatic dinosaur such as an ichthyosaur.
Dinosaur, Carnivore Large: AC: 15 HD: 20d8 AT: 2 claws+15 (2d6), bite+15 (5d8) ST: 11 MR: 9 S: Any larger carnivorous land dinosaur such as a tyrannosaur or a spinosaur.
Dinosaur, Carnivore Small: AC: 14 HD: 3d8 AT: 2 claws+3 (1d3) bite+3 (1d8) ST: 15 MR: 9 S: Any smaller carnivorous land dinosaur such as a deinonychus or a dimetrodon.

Dinosaur, Flyer Large: AC: 15, HD: 5d8, AT: Bite +5 (1d6), ST: 14, MR: 8 S: Any larger flying dinosaur such as Pteranadon or Quetzalcoatlus
Dinosaur, Flyer Small: AC 11 HD: 1d8, bite+1 (1d4) ST: 18 MR: 6, S: Any smaller flying dinosaur such as Rhamphorhynchus, Microraptor or Archaeopteryx

Dinosaur, Herbivore Large: AC: 14 HD: 25d8 AT: Tail+15 (2d8), Trample+15 (4d8) ST: 13 MR: 7 S: Any larger herbivorous land dinosaur such as a sauropod.
Dinosaur, Herbivore Small: AC: 14 HD: 6d8 AT: Horn+6 (2d6) ST: 15 MR: 7 S: Any smaller herbivorous land dinosaur such as a triceratops or ankylosaur.

Humans, Individuals

Common Man: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 20)

Specialist, Apprentice: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Skilled
Specialist, Journeyman: AC: 10 HD: 1d6 AT: improvised weapon-1 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Expert, 1 Talent-Skilled
Specialist, Master: AC: 10 HD: 1d2 AT: improvised weapon+0 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 8 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled

Militia Man: AC: 10 HD: 1d4 AT: improvised weapon+0 (1d3) ST: 19 MR: 6 S: Background skill (+1 per 10 years of age over 20)
Man-At-Arms, Green: AC: 10+1d4 HD: 1d6 AT: weapon+0 (1d6) ST: 19 MR: 7 S: Background skill (+1 per 10 years of age over 20)
Man-At-Arms, Veteran: AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 8 S: Background skill (+1 per 10 years of age over 20)
Man-At-Arms, Sergeant: AC: 13+1d4 HD: 2d8 AT: weapon+2 (1d8) ST: 15 MR: 9 S: Background skill (+1 per 10 years of age over 20)
Man-At-Arms, Officer: AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 9 S: Background skill (+1 per 10 years of age over 20)
Man-At-Arms, Captain: AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 10 S: Background skill (+1 per 10 years of age over 20)

Humans, Groups

NA-Number Appearing (Wandering/In Lair) OB: Order of Battle
Berserkers: NA: 2d10/10d10 OB: 20% Veteran Men-at-Arms, 80% Green Men-at-Arms. 1 Sergeant per 10 men. 1 Officer per 25 men. 1 Captain per group. 5% per 50 men of 1 Sorcerer (level 1d3). S: Battle Lust: Berserkers never check morale and attack at +2.
Brigands: NA: 3d10/10d20 OB: 40% Veteran Men-at-Arms, 60% Green Men-at-Arms. 1 Sergeant per 20 men. 1 Officer per 60 men. 1 Captain if over 100 men. 15% per 50 men of 1 Sorcerer (level 1d3). If in lair: 50% chance of 2d6 prisoners. 90% chance of camp followers equal to 30% of group size.
Buccaneers: NA: varies by ship size (50-300) OB: 60% Veteran Men-at-Arms, 40% Green Men-at-Arms. 1 Sergeant per 25 men. 1 Officer per 50 men. 1 Captain per ship. 15% per 50 men of 1 Sorcerer (level 1d3). 30% chance of 1d6 prisoners.
Dervishes: 4d10/30d10 OB: 80% Veteran Men-At-Arms, 20% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. Leader: 1 Priest (Sorcerer level 1d3). In Lair: 50% chance of 2d6 prisoners. 50% of camp followers equal to 30% group size.

Merchant Caravan: NA: 30d10 OB: 10% actual merchants (Specialists), 10% drovers, 80% Men-at-Arms (20% Veteran/80% Green, 1 Sergeant per 20 men, 1 officer per 40 men, 1 captain) Merchandise worth 1d12 times 5000gp, 10

pack animals or 1 wagon needed per 2500gp. 5% per 5000gp of 1 Sorcerer (level 1d2).
Nomads: 4d10/30d10 OB: 40% Veteran Men-At-Arms, 60% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 20% per 50 men of 1 sorcerer (level 1d3) In Lair: 50% chance of 2d6 prisoners. Camp followers equal to 100% group size.
Tribesmen: 3d10/30d10 OB: 30% Veteran Men-at-Arms, 70% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 25% chance per 50 men of 1 Sorcerer (level 1d3). In Lair: Camp followers equal to 200% of group size.

Humans, Cultists

Members of strange, often chaotic cults centered on a minor entity (demigod, demon, etc.) from another plane. The entity grants powers in exchange for service, sacrifices, and/or worship. Cultists often take have some sort of aberrant appearance hinting at the entity they serve. The power level and usefulness of strange cult powers and cult magic items vary with the power of the cult focus entity and in some cases the size of the cult. Cult magic items only work properly for members of the cult.

Cultist: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 8 S: Background skill (+1 per 10 years of age over 20), 30% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 5% chance of 1 cult magic item.

Cultist, Guard: AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 9 S: Background skill (+1 per 10 years of age over 20), 50% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 25% chance of 1 cult magic item.
Cultist, Guard Sergeant: AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 10 S: Background skill (+1 per 10 years of age over 20), 1d2 strange cult powers beyond the normal rules each usable once per day. 70% chance of 1 cult magic item.
Cultist, Guard Leader: AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 11 S: Background skill (+1 per 10 years of age over 20), 1d2 strange cult powers beyond the normal rules each usable once per day, 1d2 cult magic items.

Cultist, Lesser Priest: AC: 10+1d4 HD: 2d6+6 AT: weapon (1d4) ST: 17 MR: 9 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Skilled, Knows 1d4 first level spells, Has 1d3 strange cult powers beyond the normal rules.
Cultist, Priest: AC: 12+1d4 HD: 3d6+6 AT: weapon+2 (1d4) ST: 15 MR: 10 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Expert, 1 Talent-Skilled, Knows 1d4+2 first level spells, 1d3 second level spells, Has 1d3+1 strange cult powers beyond the normal rules, 1d2 cult magic items.
Cultist, High Priest: AC: 14+1d4 HD: 5d6+6 AT: weapon+4 (1d4) ST: 12 MR: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert , 1 Talent-Skilled, Knows 1d4+4 first level spells, 1d3+2 second level spells, 1d2 third level spells, Has 1d3+2 strange cult powers beyond the normal rules, 1d2+2 cult magic items.

Fantastic Creatures

Ancient Lurker: AC: 16, HD: 8d8, AT: 4 tentacles +6, Dam 1d6/1d6/1d6/1d6, ST: M08, MR: 9 S: Swims, creatures hit by tentacle can only breathe water for 2d4 rounds, creatures hit by tentacles while underwater are mentally dominated for 24 hours or until Ancient Lurker dies, Create Illusions
Angel: AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 6 sorcerer, teleport at will, special powers as granted by patron deity
Anhkheg: AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).
Animated Object, Small: AC: 12, HD: 1d8, AT: Slam +2, Dam 1d6, ST: 18, MR: 12 S: Immune to poison, illusions, or charms.
Animated Object, Medium: AC: 10, HD: 2d8, AT: Slam +3, Dam 1d8, ST: 18, MR: 12 S: Immune to poison, illusions, or charms.

Animated Object, Large: AC: 8, HD: 4d8, AT: Slam +5, Dam 2d6, ST: 18, MR: 12 S: Immune to poison, illusions, or charms
Banshee: AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.
Basilisk: AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers (FORT save).
Black Pudding: AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.
Blink Dog: AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.

Brain Eater: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.
Brown Hulk: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.
Bugbear: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.
Bulette: AC: 22, HD: 5d8, AT: 1 bite +6 (2d8) and 2 claws +5 (2d6/2d6) or 4 claws +3 (2d6/2d6/2d6/2d6), ST: 12, MR: 12 S: Sense vibrations, burrows through rock, can jump, likes the taste of horses, hates the taste of elves and dwarves.
Catoblepas: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (FORT save).

Carcass Creeper: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.
Centaur: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8
Chimera: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.
Cockatrice: AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S: petrifying bite.
Coeurl: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

Couatl: AC: 21, HD: 12d8 (+10), AT: 1 bite +12 (1d3), ST: 8, MR: 12, S: Flies, Cast spells as cleric of 13th level, communicate telepathically, read minds, on successful attack poison causes 2d8 extra damage and constriction causes automatic 1d6 damage until dead or released.
Demon, Baal-Rog: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, and sleep), and gate demons 70%.
Demon, First Circle: AC: 15 HD: 5d8 Attack: Claw +5 (1d6), MR: 9 ST: 14 S: 25% Magic Resistance, Darkness 5' range Spell like powers: Telekinesis, Gate demons 10%
Demon, Second Circle: AC: 17 HD: 6d8 Attack: Bite +6 (1d8), MR: 9 ST: 13 S: 25% Magic Resistance, Darkness 15' range, Spell like powers: Telekinesis, Fear, Levitate, Gate Demons 20%

Demon, Third Circle: AC: 19 HD: 7d8 Attack: 2 Pincers +7 (1d8), MR: 9 ST: 12 S: 25% Magic Resistance, Darkness 10' range, Spell like powers: Telekinesis, Fear, Pyrotechnics, Polymorph, Get demons 30% chance.

Demon, Fourth Circle: AC: 15 HD: 8d8 Attack: Bite +8 (2d6), MR: 9 ST: 11 S: Flies, 30% Magic Resistance, Flies, only hit by magic weapons, Darkness 10' range, Spell like powers: Detect Magic, Tongues, Telekinesis, Fear, Improved Phantasmal Forces, Dispel Magic, Polymorph, Gate Demons 60% chance

Demon, Marilith: AC: 20 HD: 8d8 Attack: 3 great swords (1d8), MR: 9 ST: 11 S: Only hit by magic weapons, 70% magic resistance, Darkness 5' range, Spell like powers: Chaos, Levitate, detect invisible, Gate demons 50% chance

Demon, Lemure: AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.

Demon, Succubus: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

Devil, Barbed: AC: 15 HD: 5d8 Attack: 2 Bone Spikes +5 (1d6+fear), MR: 10 ST: 14 S: 30% magic resistance, Spell-like powers Teleport, Charm Person, Produce Flame, Hold Person.

Devil, Bone: AC: 16 HD: 6d8 Attack: Hook +6 (1d6) Tail Sting +6 (1d6+poison), MR: 9 ST: 13 S: 40% Magic Resistance, Fear aura, Poison sting (1d4 STR), Spell-like powers: Teleport, Charm Person, Phantasmal Forces, Invisibility, Wall of Ice

Devil, Chained: AC: 18, HD: 7d8, AT: 2 spiked chains +7 (2d4/2d4), ST: 12, MR: 10 S: Only hit by silver or magic weapons, 50% spell resistance, regenerate 2 HP per minute, gaze causes -2 penalty to attacks for 1d3 rounds.

Devil, Fury: AC: 13 HD: 6d8 Attack: Sword +6 (1d6+poison) or Lasso +6, MR: 11 ST: 13 S: Flies, Knockout poison on sword, 30% magic resistance true seeing, spell-like abilities: Teleport, Charm Person, Fear, Invisibility, Produce Flame, Locate Object

Devil, Horned: AC: 16 HD: 7d8 Attack: Pitchfork +7 (1d6+2) or Tail +7 (1d6 plus 1 HP/round), MR: 10 ST: 12 S: Flies, fear aura, only hit by magic weapons, Tail wounds caused require magical healing, Spell-like powers: Teleport, Charm Person, ESP, Pyrotechnics, Produce Flame, Improved Phantasmal Forces, Wall of Fire

Devil, Ice: AC: 17 HD: 8d8 Attack: Spear or mandibles +8 (1d6+1), , MR: 12 ST: 11 S: Regenerate 1 hp/round Spear affects as Slow spell, Fear aura, 60% magic resistance, breathes cone of cold (3d8), Spell like powers: Teleport, Charm Person, Fly, Wall of Ice, Detect Magic, Polymorph.

Devil, Imp: AC: 18, HD: 2d8+2, AT: Tail sting +2 (1d4), ST: 13, MR: 6, S: flies, poison causes paralysis and loss of 1 BP per minute, only hit by silver or magic weapons, can assume the form of a specific kind of vermin, invisibility, can ask 6 questions of demon lords per week and receive correct answer

Devil, Pit: AC: 17 HD: 9d8 Attack: Morningstar +9 (2d6) or Tail constrict +9 (1d6), MR: 10 ST: 8 S: Flies, Regenerate 2 hp/round 65% Magic resistance, on successful Tail Constrict, automatic 1d6 damage until dead, Spell-like powers: Teleport, Charm Person, Pyrotechnics, Wall of Fire, Detect Magic, Hold Person, Polymorph

Devil, Scaled, Black: AC: 15, HD: 4d8+1, AT: 2 Claws +4 (1d4) Or Sting +4 (1d6), ST: 14, MR: 8, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, sting injects acid (Save or incapacitated with pain, 1 BP per minute), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

Devil, Scaled, Green: AC: 17, HD: 5d8+2, AT: 2 Claws +5 (1d4) Or Sting +5 (1d6), ST: 11, MR: 8, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, poison sting (1d6 STR), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

Devil, Scaled, Red: AC: 19, HD: 6d8+3, AT: 2 Claws +6 (1d4) Or Sting +6 (1d6), ST: 10, MR: 11, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, stinger sprays fire (3d6), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

Djinn: AC: 15 HD: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

Doppelganger: AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15 MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

Dragon, Amethyst: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, spits exploding crystal (7d8 and knocked prone), telekinetic, can telepathically communicate with any intelligent creature, assume animal form as a druid, walk on liquids.

Dragon, Black: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).

Dragon, Blue: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).

Dragon, Brass: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.

Dragon, Bronze: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

Dragon, Copper: AC 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

Dragon, Crystal: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes beam of blinding laser light (4d8 and blinded for 1 turn), spell-like powers*: Charm Person, Color Spray, Suggestion.*

Dragon, Emerald: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, ultrasonic scream (5d8 and deaf for 1d4+3 rounds), immune to nonmagical flames and sonic attacks, spell-like powers: Fog, ESP.

Dragon, Green: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

Dragon, Gold: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

Dragon, Iron: AC: 17, HD: 6d8, AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11, MR: 9, S: flies, breathes cloud of hyper-salinated water vapor (harmless, but affects iron and steel items in area of effect as the touch of a rust monster).

Dragon, Red: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age - 2).

Dragon, Sapphire: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, ultrasonic moan (6d8 and effects of a *Fear* spell), immune to fear, climb on walls, spell-like powers: Move Earth, Wall of Stone.

Dragon, Silver: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

Dragon, Topaz: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite+6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of dehydrating salt (4d8, 1d4 STR, and evaporates any exposed liquid), amphibious, spell-like powers: Animate Object, Control Wind, Polymorph Self, Protection from Evil.
Dragon, White: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).
Dragon, Yellow: AC: 17 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d8) ST: 12 MR: 9 S: flies, breathes spray of thick, highly inflammable slime (dries rock-hard in one round, completely immobilizing anyone coated in it or standing in it, dissolves in 1 round if exposed to acid, digestive juices, or strong alcohol. If ignited while wet, does 5d6 fire damage first round and 1d6 fire damage on subsequent 1d4 rounds. If ignited while dry, explodes for 5d6 damage in a 30-foot radius.)
Dragon Turtle: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defence: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.

Drider: AC: 15, HD: 4d8, AT: Fangs +4 (1d6) or dagger (1d6), ST: 13, MR: 9 S: Bite causes paralysis, surprise on 1-5, cast spells as 6th level Cleric
Drow: AC: 14, HD:2d8 (+2), AT: Scimitar or Hand Crossbow +2 (1d8), ST: 16, MR: 9 S: Standard elf abilities, poisoned weapon causes Sleep effect, spell-like powers: Darkness, Faerie Fire)
Dryad: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.
Dwarf: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.
Efreet: AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

Elemental, Air: AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air.
Elemental, Air, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (3d6), Mv Fly 120', ST: 5, MR: 10, S: Whirlwind, extra damage against foes in the air (1d6)
Elemental, Air, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (1d10), ST: 9, MR: 10, S: Whirlwind, extra damage against foes in the air (1d4)
Elemental, Earth: AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).
Elemental, Earth, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (5d8), ST: 5, MR: 10, S: Tear down stone, Extra damage against foes on the ground (1d8)

Elemental, Earth, Lesser: AC: 18, HD: 8d8 , AT: Slam +8 (2d6), ST: 9, MR: 10, S: Tear down stone, Extra damage against foes on the ground (1d6)
Elemental, Fire: AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.
Elemental, Fire, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (4d8), ST: 5, MR: 10, S: ignite combustible materials
Elemental, Fire, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (1d12), ST: 9, MR: 10, S: ignite combustible materials
Elemental, Water: AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

Elemental, Water, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (3d10), ST: 5, MR: 10, S: Overturn boats, extra damage against swimming foes (1d6)
Elemental, Water, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (1d12), ST: 9, MR: 10, S: Overturn boats, extra damage against swimming foes (1d4)

Elf: AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.
Eye Globe: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes ST: 8 MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.
False Dragon: AC: 17 HD: 10d8, AT: 2 Claws +10 (1d8) or bite (2d8), ST: 10, MR: 11, S: Breathes line of fire (2d6), immune to fire, attacks dragons on sight, rudimentary wings too small to fly.

Gargoyle: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.
Gas Spore: AC: 10 HD: 1 HP, Attack: None, MR: N/A ST: 19 S: 1 in 4 chance of being mistaken for eye globe, if killed explodes dealing 4d6 damage (Reflex save half)
Gelatinous Cube: AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4.
Ghast: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.
Ghost: AC: 20, HD: 10d8 (+9), AT: 1 touch (1d6) ST: 10, MR: 10 S: Only hit by magic weapons, touch causes paralysis, gaze causes fear and paralysis (save separately), Possess (as Magic Jar), Telekinesis, returns from being destroyed if not laid to rest.

Ghoul: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 17 MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours.
Giant, Cloud: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.
Giant, Cyclops: AC: 15, HD: 13d8 (+10), AT: 1 giant club +12 (3d10) or hurl rocks +10 (3d6), ST: 7, MR: 9, S: Bestow curse.
Giant, Ettin: AC: 17, HD: 8d8, AT: 2 giant clubs +8 (2d6) or hurl rocks +8 (3d6), ST: 15, MR: 10, S: Two heads let it dual-wield flawlessly, two chances to notice someone trying to sneak up on them.
Giant, Fire: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.

Giant, Frost: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.
Giant, Hill: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11
Giant, Stone: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9
Giant, Storm: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.
Gnoll: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8

Gnome: AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
Goblin: AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.
Golem, Clay: AC: 22, HD: 11d8 (+9), AT: fist (2d10), ST: 7, MR: 12, S: BP damage heals at ¼ normal rate (including magical healing), hit only by magic weapons, natural defense 1, immune to most magic, instantly killed by Erase spell.
Golem, Flesh: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7 MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.
Golem, Iron: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defence: 2, slowed by lightning, healed by fire, immune to most magic.

Golem, Stone: AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defence: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.
Gorgon: AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.
Green Slime: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.
Gremlin: AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.
Grey Ooze: AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.

Griffon: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.
Hag, Annis: AC: 19, HD: 8d8, AT: 2 claws+8 (2d8), ST: 11, MR: 7, S: If both claw attacks hit begins devouring for automatic 1d6/round damage, Produce Fog Cloud, Change Self.
Hag, Beldam: AC: 14 HD: 7d8 AT: claws +7 (1d8), weapon +7 ST: 12 MR: 8 S: Shapechange (humanoid forms only, except for eyes), cast spells as 1d4 level witch, create illusory terrain and food, scry through the eyes of a handmade doll, create and animate effigies out of refuse, continued proximity drains level over time, hates cats and feline monsters.
Hag, Sea: AC: 14, HD: 4d8 (+1), AT: 2 claws+3 (1d4+3), ST: 14, MR: 8 S: Change self, Real appearance causes fear, Evil Eye causes paralysis, immune to charms or sleep).

Halfling: AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S: nearly invisible in outdoor cover.

Harpy: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).
Hell Hound: AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)
Hippogriff: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.
Hobgoblin: AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8
Homunculus: AC: 13, HD: 2d6, AT: Bite+2 (1d4), ST: Same as creator, MR: 9 S: Telepathically communicates with creator, spells cast on creator also affect homunculus, bite causes sleep effect, may fly.

Hydra: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14- MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.
Invisible Stalker: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.
Kraken: AC: 17, HD: 14d8+12, AT: 2 barbed tentacles +14 (3d6), 4 tentacles +14 (2d4) Bite +14 (3d8), ST: 6, MR: 12 S: Overturn boats, swallows whole on roll 4 higher than needed to hit with bite, swallowed creatures take 3d6 damage per round, on successful attack with a tentacle, begins constricting, automatic 2d4 damage per round thereafter until dead, highly intelligent.
Kobold: AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9
Leprechaun: AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.

Lich: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD ST: 7- MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Sorcerer level equals hit dice.

Lizardman: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.
Lurker Ray: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.
Lycanthrope, Werebear: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.
Lycanthrope, Wereboar: AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

Lycanthrope, Wererat: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4.
Lycanthrope, Weretiger: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.
Lycanthrope, Werewolf: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.
Manticore: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
Medusa: AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

Merman: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.
Mimic: AC: 10, HD: 5d8, AT: Crush +5 (3d4), ST: 13, MR: 9 S: Assume form of large inanimate object such as a chest, covered in sticky adhesive (requires reflex save, application of alcohol, or STR check to let go), surprise on 1-5, will always negotiate for food or bait.
Minotaur: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.
Mummy: AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
Naga, Guardian: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 4th level sorcerer.

Naga, Spirit: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Sorcerer, gaze (permanent charm).
Naga, Water: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Sorcerer (no fire or lightning).

Nixie: AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.
Ochre Jelly: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.
Ogre: AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10

Ogre Mage: AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).
Orc: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
Otyugh: AC: 16, HD: 6d8 (+2), AT: 2 tentacles +6 (1d8), bite +6 (1d4) ST: 14, MR: 11 S: Communicate basic ideas telepathically, bite may cause disease, on successful attack constriction causes automatic 1d6 per round.
Owlbear: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.
Pegasus: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.

Penanggalan: AC: 12, HD: 4d8, AT: Bite +4 (1d4) ST: 15 MR: 9 S: Undead immunities, immune to turning while in human/demihuman form (but cannot use other abilities), hypnotizing gaze, floats about, can latch on to drain blood.
Peryton: AC: 13, HD: 4d8, AT: Antlers +5 (1d6), 2 talons +3 (1d8) ST: 15, MR: 10 S: Flies, despise elves, eats living hearts, only hit by magic weapons..
Phoenix: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.
Piercer Snail: AC: 15 HD: 1d8 Attack: Acid spit +1 (1d6) or Drop (Special). MR: 6 ST: 18 S: Reflex save or 2d6 damage to dodge one that falls from the ceiling shell-first.
Pixie: AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.

Poisoner Vine: AC: 14 HD: 1d6 Attack: Strangle +1 (Special), MR: 11 ST: 18 S: Attempt to strangle as garrotte, plus thorns inject paralysis poison while strangling, surprise on 1-5.
Purple Worm: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) ST: 4 MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.
Roc: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies.
Roper: AC: HD: 10d8 Attack: Bite +10 (2d6) S: Immobile, surprise on 1-3, swallows small and medium creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, up to 6 long tentacles pull victims in to bite making bite attack like polearms.
Rakshasa: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 S: spells as 1d3 level Sorcerer, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.

Rust Monster: AC: 17 HD: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.
Sahuagin: AC: 14, HD: 2d8 (+2), AT: Trident +2 (1d8), Net +2 (1d8), or 2/4 claws +2 (1d6) ST: 17, MR: 10 S: Swims, +1 to attacks and damage against creatures that have taken BP damage, 5% chance of having second pair of arms (Extra trident attack or 2 extra claw attacks).
Salamander: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.
Scorpionman: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.
Sea Serpent: AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

Serpentfolk: AC: 13, HD: 2d8, AT: weapon +2 (1d8), Bite +2 (1d3), ST: 17, MR: 10 S: Poisoned bite does 2 BP per minute, Hypnotic gaze.
Shadow: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.
Shrieker: AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.
Skeleton: AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.
Spectre: AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

Sphinx: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 2 Sorcerers. Females are level 4 sorcerers. Roar (2/day) save or flee in terror
Sprite: AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)
Stirge: AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.
Strangler Vine: AC: 14 HD: 1d4 Attack: Strangle +1 (Special), MR: 11 ST: 18 S: Attempt to strangle as garrotte, surprise on 1-5**.**
Tarrasque: AC: 22, HD: 20d8 (+15), AT: 2 claws +20 (2d4), bite +20 (2d12), ST: 5, MR: 12 S: Swallows whole on roll 4 higher than needed to hit with bite, swallowed creatures take 3d6 damage per round, regenerate 3 HP per round, only stays dead if subjected to a Wish spell after being brought to 0 HP.

Treant: AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.
Titan: AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.
Troglodyte: AC: 15, HD: 3d8, AT: Spear +3 (1d8) or 2 claws/1 bite +3 (1d4), ST: 16, MR: 9, S: Surprise on 1-4, emit stench as Stinking Cloud.
Troll: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire damage).
Unicorn: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

Vampire: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.
Wight: AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.
Will-O-The-Wisp: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.
Worg: AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8

Wraith: AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

Wyvern: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.
Yellow Mold: AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.
Yeti: AC: 14, HD: 4d8, AT: 2 claws+4 (1d6), 1 bite +4 (1d2) ST: 15, MR: 10 S: Nearly invisible in icy conditions, if both claw attacks hit begins devouring for automatic 1d2 damage, impervious to cold.
Zombie: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities always lose initiative.

Lovecraftian Monsters

Byakhee: AC: 15, HD: 4d8, AT: Talons +4 (1d8) or Bite +4 (1d4), ST: 15, MR: 10, S: Flies, can carry medium creatures, telepathic.
Color out of Space: AC: 14, HD: 10d8, AT: Engulf +10 (special) ST: 9, MR: 10 S: Only hit by magic weapons, touch drains levels or acts as Disintegrate spell, spoils food.
Cthonian: AC: 19, HD: 8d8, AT: 4 tentacles +8 (2d4) or trample +8 (4d8) ST: 11, MR: 11 S: Burrows, can cause earthquakes, immune to heat damage, instantly slain by immersion in water, telepathically charm.
Dark Young of Shub-niggurath: AC: 12, HD: 8d8, AT: 4 tentacles +8 (2d4) or trample +8 (4d8) ST: 11, MR: 10 S: Only hit by magic weapons, on successful tentacle attack automatic 1d3 damage every round thereafter until dead
Deep Scum: AC: 14, HD: 2d8, AT: Spear +2 (1d8), ST: 17, MR: 12 S: Swims, Attacks that miss by 2 or less start a grapple thanks to sticky slime coating, 1 in six chance to act randomly as if Confused, -1 to attacks in bright light.

Elder Thing AC: 15, HD: 5d8, AT: 5 tentacles +5 (1d6) ST: 14, MR: 10 S: Amphibious, spells as 5th level Magic-User.
Fire Vampires of Cthugha: AC: 17, HD: 2d8, AT: Touch +2 (1d6), ST: 17, MR: 12, S: Ignite flammable materials, only hit by magic weapons, hit with touch attack causes fire vampire to regain 1d4 HP.
Flying Polyp: AC: 17, HD: 12d8, AT: 2d6 tentacles +12 (1d8), ST: 7, MR: 9, S: incorporeal, become invisible, only hit by magic weapons, immune to fire damage, double damage from lightning or electricity, control winds.
Great Race of Yith: AC: 18, HD: 10d8, AT: 2 pincers +6 (1d8), ST: 13, MR: 9, S: Temporary body swap, telepathic, Lightning Bolt (as spell).
Gug: AC: 15, HD: 10d8, AT: 4 claws +10 (2d6) or bite +10 (1d8), ST: 13, MR: 11, S: Only hit by magic weapons.

Hounds of Tindalos: AC: 15, HD: 4d8, AT: Tongue +4 (special), ST: 15, MR: 12, S: Teleport through time and space to any sharp angle, tongue attack drains 2 levels.
Mi-Go: AC: 12, HD: 2d8, AT: 2 Pincers +2 (1d8) or weapon, ST: 17, MR: 9, S: Flies, immune to cold damage and vacuum, often construct and carry weird science devices.
Nightgaunt: AC: 15, HD: 4d8, AT: Squeeze +4 (Special), ST: 15, MR: 10, S: Flies, tail caress while being squeezed renders most creatures helpless to react, can cast Slow spell.
Shoggoth: AC: 5, HD: 12d8, AT: Slam +12 (1d8), ST: 5, MR: 12, S: Immune to critical hits and poison, regenerate 3 HP/round, half damage from fire, cold, electricity, and bludgeoning attacks, amphibious, can imitate any creature's physical structures.

Science Fantasy and Horror Monsters

Cave Crawler: AC: 13 HD: 2d8 AT: 2 claws +2 (1d6), bite +2 (1d4) ST: 17 MR: 10 S: Climb on walls, do not rely on vision (unaffected by blindness or purely visual illusion).
Centaur, Vat: AC: 12 HD: 4d8 AT: 3 tentacles +4 (1d6+special), spit +4 (1+special) ST: 16 MR: 9 S: Hit with tentacles or spit exposes target to low level of radiation.
Deathclaw: AC: 18 HD: 6d8 AT: 2 claws +6 (1d12), bite +6 (1d10), headbutt +5 (1d6) ST: 11 MR: 11 S: mimic speech like a parrot.
Exterminator: AC: 15 HD: 7d4 Attack: Ray Gun +7 (As *Finger of Death*) or Plunger +7 (Drains 1 level), MR: 12 ST: 11 S: Natural defense: 2, always hostile, constant yelling negates any surprise rounds they receive.
Excavator Blob: AC: 14 HD: 4d8 Attack: Acid secretions +4 (2d6) MR: 7 ST: 15 S: Burrows, protective of eggs, receptive to any kind of telepathic content

Gecko, Dire: AC: 14 HD: 2d8, AT: Bite +2 (1d6) ST: 17, MR: 6 S: pack hunters
Gecko, Dire, Gold: AC: 14 HD: 2d8, AT: Bite +2 (1d6+special) ST: 17, MR: 6 S: pack hunters, hit with bite exposes target to low levels of radiation
Gecko, Dire: AC: 14 HD: 4d8, AT: Bite +4 (1d8) ST: 16, MR: 8 S: pack hunters, breathes fire (2d6 damage)
Graboid, Blaster: AC: 17 HD: 6d8, AT: Bite +6 (2d6), 2 talons +6 (1d8) ST: 13, MR: 10 S: infravision, glides, launches by controlled explosion dealing 6d6 fire damage in the direction from which it launches
Graboid, Larva: AC: 20 HD: 4d8 AT: Bite +4 (2d6) ST: 15 MR: 10 S: Burrow, no vision, relies on tremor sense, swallows small or medium creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

Graboid, Shrieker: AC: 16 HD: 5d8, AT: Bite +5 (2d6), 2 talons +5 (1d8) ST: 14, MR: 10 S: infravision.
Horned Ape: AC: 6 HD: 5d8 AT: bite +5 (1d8+poison), claws +5 (1d6) ST: 14 MR: 9 S: Poison causes death in 1d6 hours if not treated.
Mantrap, Singing: AC: 16 HD: 6d8, AT: Bite +6 (2d4) ST: 13, MR: 10 S: Siren song (charm person), suggestion, swallows whole on a natural 19 or 20, swallowed creatures take 1d6 automatic damage every round
Mantrap, Spitting: AC: 16 HD: 2-6d8, AT: 2-6 Bites +2 (1d4) or 1-6 Poison Barbs +HD (1d2 damage plus deadly poison) ST: 15, MR: 10 S: root system extends in a roughly 40-foot radius with "heads" and barb-throwing flowers scattered nearby, 24 barbs in total, only attacks creatures that are on root system or within a few feet, surprises on 1-3
Mirelurk: AC: 20 HD: 2d8 AT: 2 pincers +3 (2d6) ST: 17 MR: 10 S: require radiation to live, take 1 damage/round from being immersed in clean water, eggs can cure mutations if eaten.

Mirelurk, King: AC: 18 HD: 4d8 AT: claws or weapon +3 (2d6) ST: 15 MR: 10 S: Ultrasonic screech stuns for 1 round, not actually related to mirelurks
Nightstalker: AC: 12 HD: 2d8 AT: bite +2 (1d6+poison) ST: 17 MR: 8 (6 if not in pack) S: poison bite does 1 BP per minute,
Predator: AC: 18 HD: 5d8 AT: Weapon +5 ST: 13 MR: 10 S: nearly invisible when standing perfectly still, infravision, will not harm children or pregnant females, hate xenomorphs, carries 1d6 weird science devices, self-destructs 2 rounds after being killed (equivalent to a 5d6 damage fireball).
Radghoul: AC: 13 HD: 2d8, AT: Bite +2 (1d4), 2 claws +2 (1d3) ST: 17, MR: 9 S: Not undead, regenerates 2 hp per round when exposed to radiation.

Radghoul, Glowing: AC: 13 HD: 3d8, AT: Bite +2 (1d4), 2 claws +2 (1d3) ST: 16, MR: 9 S: Not undead, regenerates 2 hp per round when exposed to radiation, regenerate 1 hp/minute until slain, can emit a pulse of radioactivity that irradiates the area with low level radiation for 1 turn.

Roboman: AC: 18 HD: 4d8 AT: Laser +4 (3d8) ST: 15 MR: 11 S: Retains its original human brain, takes 1d6 damage if pelted with gold.
Salt Sucker: AC: 14 HD: 4d8 AT: suckers +4 (1d12) ST: 15 MR: 8 S: read minds, imitate humanoids (illusory), drains 1 STR per hit.
Stone Angel: AC: 14 HD: 4d8 AT: Fist +4 (1d12) ST: 15 MR: 9 S: Cast *Darkness, 15-foot radius*, extremely fast, cannot move while being watched, natural defense: 2 while being watched, can send target through time and space on successful hit.
Super Mutant: AC: 14 HD: 3d8 AT: weapon +3 (2d6) ST: 16 MR: 10 S: Immune to damage from radiation
Super Mutant, Nightkin: AC: 14 HD: 3d8 AT: weapon +3 (2d6) ST: 16 MR: 10 S: Immune to damage from radiation, see invisible, cast Invisibility at will, unable to maintain invisibility if damaged, surprise foes on 1-3, hate being seen.

Super Mutant Behemoth: AC: 15 HD: 6d8 AT: massive weapon +6 (2d6) ST: 13 MR: 12 S: Immune to damage from radiation, can rage as a barbarian
Thing: AC: 18 HD: 12d8 AT: Special ST: 8 MR: 11 S: Can divide HP up among any number of distinct but mindlinked shapeshifting forms (at least 1 HP per form), can use natural attacks of any creature it has overtaken in the past, creature hit by any of its attacks must save or be overtaken over the course of 1d4 turns, creatures overtaken do not know that they are not what they appear to be until something forces the hive mind to act, regenerate 3 hp per round except acid or fire damage, slowed by cold damage.
Xenomorph, Hatchling: AC: 15 HD: 1d8 AT: Grab (1d3) ST: 17 MR: 12 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, creature grabbed must save or be implanted with a larval Xenomorph that emerges in 1d6 hours, killing the host.
Xenomorph, Larval: AC: 14 HD: 1d8 AT: bite +1 (1d6) ST: 15 MR: 7 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, can be killed by *Remove Disease* if it has not yet emerged from a host, reaches full adult size in 1d4x6 hours.
Xenomorph, Queen: AC: 16 HD: 8d8 AT: 2 claws +5 (2d6), bite +5 (2d6), tail stinger +5 (3d4) ST: 10 MR: 12 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, mentally command any nearby xenomorphs.

Xenomorph, Hunter: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6), tail stinger +5 (2d4) ST: 13 MR: 11 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls.

Science Fantasy Machine Monsters

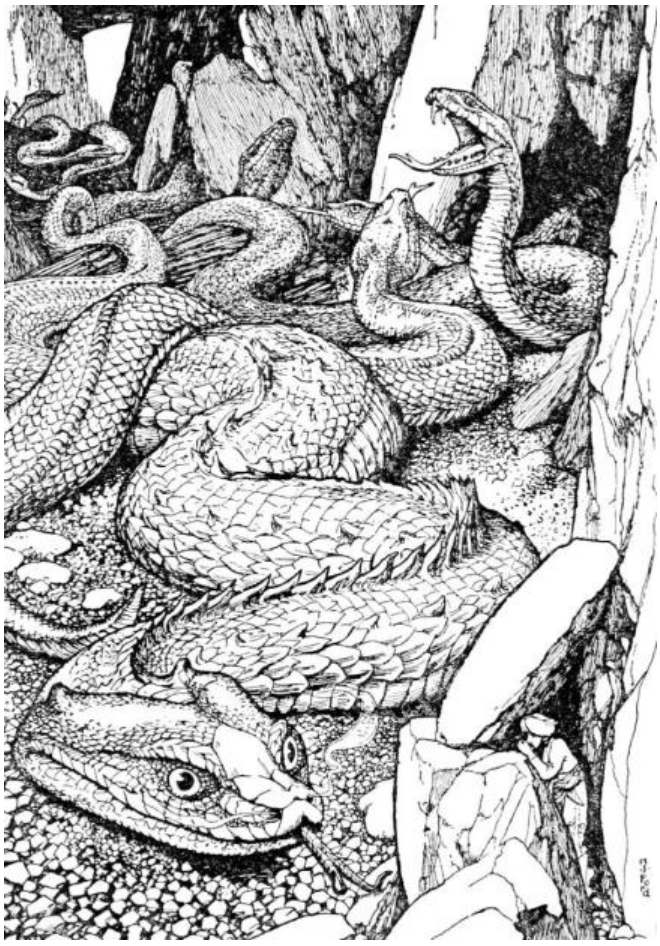
Android, Laborer: AC: 12 HD: 3d8 (28 hp); AT: weapon +3 ST: 16 MR: 7 S: bio-machine
Android, Leader: AC: 14 HD: 2d8; AT: 1 weapon +2 ST: 17 MR: 8 S: bio-machine
Android, Soldier: AC: 18 HD: 4d8 AT: 2 weapon +4 ST: 15 MR: 11 S: bio-machine
Builderbot: AC: 20 HD: 10d8 AT: laser drill +10 (4d6 ranged), saw arm +10 (3d6), 2 grabber arms +10 (2d6) ST: 9 MR: 11 S: thermal vision; giant construction robot
Docbot: AC: 12 HD: 2d8 AT: none ST: 17 MR: 11 S: regeneration ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage
Lawbot: AC: 18 HD: 6d8 AT: 2 stun pistols +6 (2d6, stun) or stun grenade launcher +6 (3d6, area stun) ST: 13 MR: 11 S: low light and thermal vision
Securitybot: AC: 23 HD: 20d8 AT: 1 Fusion Launcher +15 (6d6, area) ST: 3 MR: 12 S: low light and thermal vision; 20 HP force field
Spiderbot: AC: 15 HD: 4d8 AT: 1 laser eye beam +4 (3d8 ranged) ST: 15 MR: 11 S: low light and thermal vision
Utilitybot: AC: 12 HD 2d8 AT: 2 mechanical claws +2 (2d6) ST: 17 MR: 11 S: thermal vision; general industrial robot
Vendorbot: AC: 14 HD: 2d8 AT projectile merchandise +2 (2d4 ranged) ST: 17 MR: 9 S: proximity sensors

Warbot: AC: 30 HD: 80d8 AT: 2 Rocket Launcher +15 (4d6 area), 2 Plasma Launcher +15 (5d6 area), Fusion Launcher +15 (6d6 area) ST: 3 MR: 12 S: low light and thermal vision; radar, sonar, 40 HP force field; flies, swims.

Skills: Non-intelligent creatures roll 1d20 + HD if they need to make a skill check. Intelligent creatures may have backgrounds which are added to their roll if appropriate to the check. Intelligent creatures may also have a class and level, if so they use the higher of their level or the HD as the modifier to the skill check roll.

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create Your Own: Assign Hit Dice (d8 for most things). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.



Appendix C:

B/X Spell Lists

While spellcasters can use any spell in the SRD the GM permits in the game, the following short lists are the suggested spells that mages and clerics automatically have access to. They are the spells available in the B/X version of the world's most popular fantasy rpg. Other spells that the GM wishes to allow in the game can be found in spell books, scrolls, etc. and characters can attempt to learn them to add them to the spells they have access to. Learning a spell requires 1 week of study per level of the spell and a successful intelligence save vs a DC of 10 + (2 x spell level).

Arcane Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are not affected by this spell, nor are humanoid monsters larger than ogres. R: 120 feet. D: until dispelled or saved against.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Floating Disk: Creates a small shield sized floating energy disc that follows the caster. Holds up to 500 lbs. R: 5 feet D: 60 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: 10 minutes.

Protection from Evil: +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Undead and creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's 4d4 x 10 minutes.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. Undead are immune. R: 60 feet. D: 2 hours.

Invisibility: Target is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 20 feet up/down per minute. D: 60 minutes + 10 minutes/level.

Locate Object: Senses direction toward an object (specific or type) D: 20 minutes. R: 60 + 10/level feet.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Web: Sticky webs fill a 10x10x10 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 10 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet. D: instant.

3rd Level

Clairvoyance: See through eyes of one creature. Caster can change creatures once every 10 minutes. R: 60 feet. D: 120 minutes.

Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.

Fire Ball: Missile of fire that bursts when hits target for 1d6/level fire damage, 20 foot burst radius. R: 240 feet. D: instant.

Fly: Target can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. Bolt bounces off walls, etc. R: 240 feet, bolt is 5 feet wide, 60 feet long. D: instant.

Protection from Evil, 10' radius: +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. D: 120 minutes.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 120 minutes.

Water Breathing: Subject can breathe water. R: 30 feet. D: 1 day.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 120 feet.

Confusion: Subjects (up to 3d6 hit dice in a 60 foot circle, only 2+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet) from current location. Fails if destination not open air. R: 10 feet. D: instant.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Massmorph: Makes up to 100 humanoids in a 240 foot diameter circle appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Plant Growth: Plants in an area up to 3000 square feet (entire area must be within range) become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change one creature (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. New form cannot have more than 2x the hit dice of original. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 10/level minutes.

Remove Curse: Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Wall of Fire: Creates thin wall of fire up to 1200 square feet. Blocks sight and creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or cold-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates translucent wall of ice 20 feet tall and 60 feet long (or equivalent). Creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or fire-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye that can see in the dark up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 60 minutes.

5th Level

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, up to 1 hit die of undead per caster level. R: 60 feet. D: permanent.

Cloudkill: creates a moving, opaque, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. Effects (suffered each minute within cloud): if under 5HD, save vs poison or die, suffer 1 hp damage if save made. 5Hd or more, suffer 1 hp damage. D: 60 minutes.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, There are 10 levels (from 3-12) of higher planes. Caster chooses which level to contact. 1 question per level. Chance of correct answer 45 + 5% per level, maximum 95%. Chance of going insane from the contact is 5% per level, maximum 50%. Range: caster. Duration: 1 minute per question.

Feeblemind: Subject's MIND drops to 1. Save at -4. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). New save every level days. Range: 30 feet. Duration: until dispelled or caster ends spell.

Pass-Wall: Creates a 5 foot wide passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 3000 square foot area 10 feet deep. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. Object moves 20 feet per minute. Living creatures get a saving throw if they do not wish to be moved. R: 120 feet. D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly. The less exactly one know the target, the greater change of appearing too high or too low. Too low is usually fatal as creature and ground do not mix.

Wall of Stone: Creates a wall of stone in any shape up to 1000 cubic feet. R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather in a 240 yard radius. D: concentration.

Death Spell: Kills 4d8 hit dice of creatures with less than 8 hit dice with a 60 foot cube. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object (or part of a large object, up to a 10 foot cube) vanish, turning it to fine dust. R: 60 feet. D: instant but effects permanent.

Geas: Force a creature to obey one long-term order, similar to the clerical Quest spell. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Mage who may give it a single mission which it will carry out until it is finished.

Lower Water: Lowers the depth of 10,000 square feet of water by 50%. R: 240 feet. D: 10 turns.

Move Earth: Move 60 cubic feet of loose soil per turn within the range of the spell. Neither solid stone nor large boulders may be moved. R: 240 feet. D: permanent.

Part Water: Creates a dry path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Caster can terminate spell early. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 60 minutes.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

Divine (Cleric) Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d2+1 Wound Points (1d6+1
hit points on beings without WP) or cures paralysis. R: touch. D: instant but effects permanent.
Detect Evil: Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.
Detect Magic: Caster can perceive, in places, people, or things,
the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
Light (Reversible): object lights circle with 30 ft. radius, not full daylight. R: 60 feet. D: 2 hours.
Protection from Evil (Reversible): +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 2 hours.
Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.
Remove Fear (Reversible): Calms one creature, removing all normal fear. If magical fear, grants immediate save with a bonus equal to caster's level. R: touch D: 20 minutes.
Resist Cold: Targets immune to effects or normal cold, have a +2 to save vs. cold, and have damage from magical cold reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

2nd Level

Bless (Reversible): Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.
Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.
Know Alignment: Caster knows alignment of a character or monster within range (if target saves, no effect). Alignment of magic items or the nature of a holy (or unholy) place will be revealed.
Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.
Resist Fire: Targets immune to effects of normal fire/intense heat, have a +2 to save vs. fire/heat, and have damage from magical fire/heat reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.
Silence, 15' Radius: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.
Snake Charm: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.
Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Animal Growth: One non-magical normal or giant animal will be doubled in size. R: 120 feet. D: 120 minutes.
Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.
Cure Disease (Reversible): Cures person of any diseases, including magical diseases. Kills Green Slime. R: 30 feet. D: instant but effects permanent.
Locate Object: Senses direction toward an object (specific object or object type) D: 60 minutes. R: 90 feet.
Remove Curse (Reversible): Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.
Striking: Enchants weapon to do extra 1d6 damage and be able to hit creatures only affected by magic weapons. R: 30 feet: D: 10 minutes.

4th Level

Create Water: Creates water, enough for up to 12 people and their horses for one day. For each level the caster has above 8, water for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.
Cure Serious Wounds (Reversible): Cures 3d2+3 Wound Points (3d6+3 hit points on beings without WP) and cures paralysis. R: touch. D: instant but effects permanent.
Neutralize Poison: Cancels all effects of poison (including death if cast within 10 minutes of poison death). R: touch. D: instant but effects permanent.
Protection from Evil, 10' radius (Reversible): +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. R: caster. Moves with caster. R: shell around caster. D: 2 hours.
Speak with Plants: Can understand and speak with plants. Plants will perform simple tasks like allow passage if asked. R: 30 feet. D: 30 minutes.
Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 60 minutes.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. Only once per week. Double questions once per year. R: caster. D: 10 minutes.
Create Food: Creates food, enough for up to 12 people and their horses for one day. For each level the caster has above 8, food for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.
Dispel Evil (Reversible): Dispel any enchanted, summoned, or undead creature in range that fails save. If save made, creatures must flee for duration so long as caster concentrates. If used against one creature, save at -2. R: 30 feet. D: instant (flee effects up to 10 minutes).
Insect Plague: Insect swarms (60 feet in diameter) obscure vision and attack creatures. Creatures under 3 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.
Quest (Reversible): Force a creature to obey one long-term order or suffer curse that can only be removed by completing quest or by the reverse of this spell. R: 30 feet. D: until order completed.
Restore Life (Reversible): A single casting does one of the following: 1) Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. 2) Regrow one lost limb (or partially lost limb) to a single living target; the limb takes 1 day to regrow. 3) Restore one energy level lost within the last (level of caster) days to a single living target. 4) Completely heal a single living target of all damage (both hit point and wound point damage). . R: line of sight. D: instant but effects permanent

Appendix D:

1e Spell Lists

Mages in a 1e (or a 0e with all the supplements) based game must choose to use either the Arcane (Wizardry) or the Arcane (Illusion) spell list when the character is created. Clerics in a 1e (or a 0e with all the supplements) based game must choose to use either the Divine (Standard) or the Divine (Nature) spell list when the character is created.

For expanded spell descriptions see 1e or a 1e retro-clone. R: is range. D: is duration.

Arcane (Wizardry) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Alarm: Alarm sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (20 ft. radius) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level.

Burning Hands: A fan of flame (3 ft. long in a 120-degree arc) shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Erase: Erases normal or magical writing (save allowed) from an area about two pages wide. R: 30 feet. D: instant but effects permanent.

Feather Fall: Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.

Floating Disc: Creates 3-ft.-diameter horizontal disk that holds 100 lb./caster level. R: 10 feet. D: 1 hour/caster level.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Identify: Determines one unknown property of a magic item, including how to activate that function, and how many charges are left. Caster is in trance for duration. R: touch. D: 1 hour.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Message: Caster points to any creature in range and whisper a short message that creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

Pep: One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. Can only affect a specific target once per day. R: touch. D: instant but effects permanent.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. R: touch. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Repair: Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Unseen Servant: Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: Object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Darkness, 15' Radius:* Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Fool's Gold: Makes up to 1 cubic foot of metal (about 2000 coins) look like gold. Save to detect fraud. R: touch. D: 1 hour/caster level.

Forget: 1d4 targets forget last level/2 (round up) minutes. R: 30 feet. D: instant but effects permanent.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.

Magic Mouth: Mouth appears on target object and delivers a message of up to 30 words when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Ray of Enfeeblement: Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.

Shatter: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.

Spider Climb: Allows non-thieves to climb as a thief of one-half caster's level. Adds caster's level to thieves for climbing checks. R: touch. D: 1 minute/caster level.

Stinking Cloud: Creatures within 20 foot cloud must save or be unable to act for 1d4+1 minutes. Unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level.

Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.

Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/caster level for items. Range: 120 feet.

Explosive Runes: Deals 1d6 + Level damage when read. D: until discharged. R: touch

Fire Ball: 1d6/caster level fire damage, 20 foot burst. R: 240 feet. D: instant.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/caster level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d6 giant rats, 2: 1d3 goblins, 3: 1d3 hobgoblins, 4: 1d6 kobolds, 5: 1d3 orcs, 6: 1d3 skeletons. D: 6 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counters mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If the save is failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Tiny Hut: Creates 20 foot diameter opaque force sphere that protects up to 10 humanoid-sized creatures from the weather. R: 20 feet. D: 2 hours/caster level.

Tongues: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Fear: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d2 hobgoblins, 2: 1d2 zombies, 3: 1d2 gnolls, 4: 1d2 bugbears, 5: 1d6 orcs, 6: 1d6 skeletons. D: 6 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change another into form of another being. The change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 1 hour + 1 hour/ caster level.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Telepathy: Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp +1hp /caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.

Cloudkill: Creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d4 bugbears, 2: 1d2 harpies, 3: 1d2 ochre jellies, 4: 1d2 wererats, 5: 1d2 wights, 6: 1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds/caster level. R: 120 feet. D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/caster level. Caster must know target location exactly.

Wall of Iron: Creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather. D: GM decision.

Death Spell: Kills 2D8 *beings* with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Mage who may give it a single mission which it will carry out until it is finished.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendry person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 gargoyle, 2: 1 ogre, 3: 1 owlbear, 4: 1 shadow, 5: 1 werewolf, 6: 1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

8th Level

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Mass Charm: A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10

level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience, Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.

Monster Summoning VI: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Permanency: This spell makes the effect of another spell permanent -- unless a Mage of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Polymorph Object: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Power Word Blind: A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:
Symbol of Death: Deals 80 hit points of damage
Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
Symbol of Fear: Casts a Fear spell.
Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.
Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

9th Level

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely annoyed. R: 20 feet. D: 10 minutes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Meteor Swarm: Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

Monster Summoning VII: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Power Word Kill: A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

Prismatic Sphere: A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.
Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile). Negated by Ice Storm or other cold-based attack.
Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.
Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.
Green: Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.
Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.
Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.
Violet: Causes permanent insanity when touched. Blocks all arcane (Mage) spells. Negated by Continual Light.
R: caster D: 1 hour.

Shape Change: Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns

Time Stop: This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM rolls)

Wish: This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Mage is too mentally drained to cast spells for a period of 1d4 days.

Arcane (Illusion) Spells

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Color Spray: A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5 levels of the caster), rendering them unconscious (for 1 minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.

Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Gaze Reflection: A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Magic Aura: Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/caster level.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.

Fog: A cloud of opaque fog that acts like a Cloudkill except that is has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Hypnotic Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. Range: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Misdetection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: permanent.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.

Continual Light: Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Dispel Exhaustion: This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken Wound Point damage, the target immediately suffers an additional 1d2 points of Wound damage. D: 4 hours

Displacement: Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level: R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

4th Level

Arcane Magic: Learning this spell allows the Illusionist to learn and use all 1st level wizardry spells. He must seek these spells and learn them in the game. They are considered 4th level spells for casting cost purposes.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Illusory Wall: Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.

Improved Invisibility: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Rainbow Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

Seeming: Like Change Self, except can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet: D: 1 minute/caster level.

5th Level

Advanced Arcane Magic: Learning this spell allows the illusionist to learn and use all 2nd level wizardry spells. He must seek these spells and learn them in the game. They are considered 5th level spells for casting cost purposes.

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

Create Spectre: This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

False Vision: Any divination/scrying magic used to view anything within the area of this spell instead receives a false image (as the Spectral Forces spell), as defined by you at the time of casting. While the spell lasts, you can concentrate to change the image as desired. R: 40 feet radius. D: 1 hour/caster level.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

Mirage: As Hallucinatory Terrain, except that it enables the caster to make any area appear to be something other than it is. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). R: 240 feet. D: 1 hour/caster level.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double

damage from silver weapons. R: 30 feet. D: 1 minute per level.

Summon Shadows: Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

Illusionary Double: Caster becomes invisible as Improved Invisibility (for one minute/caster level) and a Programmed Illusion of the caster unnoticeably takes his place. R: caster. D: 2 hours.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

Veil: Like Change Self, except can change the appearance of other people as well and the new appearance can be anything. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

7th Level

Alter Reality: Works like the Mage spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Prismatic Spray: Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit bay it. On a roll of 1 to 7, the effects are as if the being/object passed through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent.

Prismatic Wall: As the Mage spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1hour.

Vision: If an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Illusionist is quested to do some task; on a neutral reaction, the caster gets useful information, but not what he asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

Divine (Standard) Spells

1st Level

Bless Water (Reversible): Turns 1 flask (1 pint)/caster level of water into holy water. R: touch. D: instant but effects permanent.

Cure Light Wounds (Reversible): Cure 1d2+1 Wound Points (1d6+1 hit points on beings without WP). R: touch. D: instant but effects permanent.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Divine Guidance: +1 on one attack roll, saving throw, or skill check. Use of bonus must be announced before roll. R: touch. D: one minute/caster level.

Holy Weapon: Weapon gains +1 hit/damage bonus and is able to hit all creatures that can only be hit by magic weapons. R: touch. D: 1 minute/caster level.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Remove Fear: Cancels fear effects or gives +4 on saves against fear for one subject + one per four levels. R: 30 feet. D: 10 minutes.

2nd Level

Augury: Tells, for the immediate future, whether an action will be good or bad. R: caster. D: 1 minute trance.

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast during combat. R: 10 feet. D: 1 hour.

Delay Poison: Stops poison from harming subject for 1 hour/caster level. R: 30 feet.
Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.
Gentle Repose: Preserve the remains of a dead creature. Days spent under this spell don't count against the time limit for spells like Raise Dead. Also works on severed body parts and the like. R: touch. D: 1 day/caster level.
Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.
Silence, 15' Radius:* Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.
Snake Charm: 1d6 snakes/caster level charmed and will obey caster's commands. R: 60 feet. D: 20 + (1d4 x 10) minutes.
Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.
Undetectable Alignment: Conceals alignment of target from detection. R: 30 feet: D: 1 day.

3rd Level

Continual Light (Reversible): Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.
Cure Blindness/Deafness (Reversible): Cures normal or magical blindness or deafness. R: touch. D: instant but effects permanent.
Cure Disease (Reversible): Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.
Helping Hand: Creates the ghostly image of a hand, which is sent to find a specific creature within 5 miles. Hand then leads the creature to you if the creature is willing to follow. Moves up to 240 feet per minute. R: 5 miles. D: 1 hour/caster level.
Locate Object: Senses direction toward an object (specific or type) R: 90 feet. D: level minutes.
Prayer: Gives saving throw penalty of 1 per ten caster levels to enemies in 20x20 foot area. R: 30 feet. D: next melee round.
Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.
Speak with Dead: Ask three questions of a corpse. The age of corpse is determinative: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.
Water Walk: Targets (one creature/caster level) can walk on water or any liquid as if solid, hovering an inch above it. R: touch. D: 10 minutes/caster level.

4th Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.
Cure Serious Wounds (Reversible): Cures 3d2+3 Wound Points (3d6+3 hit points on beings without WP). R: touch. D: instant but effects permanent.
Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.
Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.
Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.
Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.
Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.
Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.
Insect Plague: Insect swarms (20 x 20x 20 feet) attack target creatures. Creatures under 2 HD flee in terror. This spell can only be cast outdoors. R: 480 feet. D: 1 day.
Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.
Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

6th Level

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more study and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.
Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.
Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Cleric. R: 30 feet. D: 100 minutes.
Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.
Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.
Word of Recall: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.
Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the

astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Control Weather: Caster can adjust weather. D: GM decision.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Holy Word: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. The reverse drains one energy level. R: touch. D: instant but effects permanent.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Divine (Nature) Spells

1st Level

Calm Animals: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

Charm Animal: Like charm person, except that it affects one normal animal. R: 60 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Snares/Pits: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours.

Faerie Fire: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Magic Fang: One natural weapon of target creature gets +1 on attack and damage rolls (and counts as a magic weapon). R: touch. D: 1 minute/caster level.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Purify Water: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Animal Messenger: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster level.

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Light Wounds: Cure 1d2+1 Wound Points (1d6+1 hit points on beings without WP). R: touch. D: instant but effects permanent.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

Produce Flame: Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.

Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

Wood Shape: Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Dominate Animal: Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Protection/Fire: Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Control Temperature, 10' radius: Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

Cure Serious Wounds: Cures 3d2+3 Wound Points (3d6+3 hit points on beings without WP). R: touch. D: instant but effects permanent.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success). R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

Hallucinatory Forest: This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the truck for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Anti-Plant Shell: Similar to the mage spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Commune with Nature: Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

Control Winds: A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.

Hold Plant: Similar to the mage spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

Pass Plant: Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from the starting tree. R: see above. D: 10 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Conjure Fire Elemental: Similar to the mage's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regarding him as a friend of sorts. R: 30 feet. D: 1 hour.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Finger of Death: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.

Transport via Plant: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.

Turn Wood: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

Weather Summoning: The druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level 10 minute turns for the altered weather to arrive, but will be noticeable after 30 minutes. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice). R: 5 mile radius. D: variable.

7th Level

Animate Rock: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Conjure Earth Elemental: Similar to the mage's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regarding him as a friend of sorts. R: 30 feet. D: 1 hour.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 feet range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Fire Storm: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

Metal-Wood: Cast upon any metal (up to 5 pounds per level of the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Appendix E:

Early Edition Conventions

Almost any material you come across for 0e, B/X, or other early editions of the world's most popular roleplaying game can be used in Microlite2020 Old School Edition with little modification. However, there are some descriptive and play conventions that early editions used that may need explanation.

Time Conventions: Early editions talk about time in terms of rounds (combat rounds) and turns. In 0e,a round was 1 minute and a turn was 10 minutes. In B/X, a round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: Early editions gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move (unencumbered), with two moves per turn. Carrying too much weight cut this down to 9" (lightly encumbered), 6" (heavily encumbered), or even 3" (overencumbered). Running movement was double the above.

Encumbrance: Characters can normally carry twelve items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A charactering more than 18 items is over-encumbered. *Option:* Each unhealed Wound Point of damage a character takes adds one to the number of items a character is carrying for the purpose of determining encumbrance.

Descending Armor Class: 0e and other pre-3.x SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite2020 OSE uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for 0e (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other ancestries require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a STR save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16, 12 for Drawves). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering

monster is indicated (roll varies by terrain, see "Chance of Encounter" in terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

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